

SONIC

HELL-BENT
HALLOWEEN
ISSUE!

THE COMIC

FRIGHT ZONE
SCARY SCRAWLS

WORMS!
CREEPY CRAWLIE
REVIEW!

PLUS
SONIC 3 0 ZONE
& MORE!

FREE
Goosebumps
ALBUM & STICKERS!

SONIC
BROOM!

NEW
STORY

THE
TOMB!

NEW
STORY

DECAP
ATTACK's
PUMPKIN
CHASER!



UK's OFFICIAL **SEGA** COMIC

EVERY FORTNIGHT

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

Halloo, you're now entering STC's pumpkin-packed Halloween issue! Not only is there a surprise spooky free gift (Goosebumps Album & Stickers - see below), but those frightfully good Decap Attack folk are back! Yes, give a big hand for crazy gang members Chuck, Frank, Head, and Igor, who star in The Pumpkin Eater!

Also buried in this issue is a brand new Sonic story called The Tomb! STC shows your scary scrawls in the Fright Zone, plus there's a creepy crawlie review of Worms, and more Sonic 3 hints and tips come out of the woodwork in the Q Zone.

One last thing, Boomers, let me tell you what really gives me the shivers - the things that go bump around the office - those Batbrain humes! Sheesh! Scarey? You ain't seen nothing!

Megadroid

STC GETS...

Scream all you want, the scaretastic Goosebumps Album & stickers is the ultimate Halloween free gift! Taken from the hugely successful US TV series, and the current best selling children's books, Goosebumps mania is set to catch on over here, so Boomers, remember where you saw them first!



EDITOR: Deborah Tate
FEATURES EDITOR: Audrey Wong
DESIGNER: Gary Knight
COVER ART: Richard Elson
PRODUCTION: Sarah Colley
CONSULTANT: Richard Burton

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SEGA

COMPILED BY
CHART TRACK
© ELSPA

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ BRIAN LARA CRICKET '96
- 2 ↑ WORMS
- 3 ↓ OLYMPIC SUMMER GAMES
- 4 ↑ TAZ-MANIA: ESCAPE FROM MARS
- 5 ↑ MICRO MACHINES 2
- 6 ↓ TOY STORY
- 7 ↑ MEGA BOMBERMAN
- 8 ● SONIC AND KNUCKLES
- 9 ↓ FIFA SOCCER '96
- 10 ● STREETS OF RAGE 2

SATURN

- 1 NEW ATHLETE KINGS
- 2 ● LOADED
- 3 ↓ MORTAL KOMBAT 3
- 4 ↓ SEGA RALLY
- 5 ● VIRTUA COP
- 6 ↑ ROAD RASH
- 7 ↓ VIRTUA FIGHTER 2
- 8 ↓ THE NEED FOR SPEED
- 9 ↓ FIFA SOCCER '96
- 10 RE BAKU BAKU

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

THE CHAOTIX CREW'S SATELLITE
BASE IN THE SPECIAL ZONE.

SONIC

THE HEDGEHOG

The Tomb

Part 1

Script: NIGEL KITCHING Art: RICHARD ELSON
Colouring: STEVE WHITE Lettering: TOM FRAME

INSIDE THE COMMUNICATIONS ROOM...

GUYS! I'VE
FINALLY GOT
THROUGH TO
YOU!

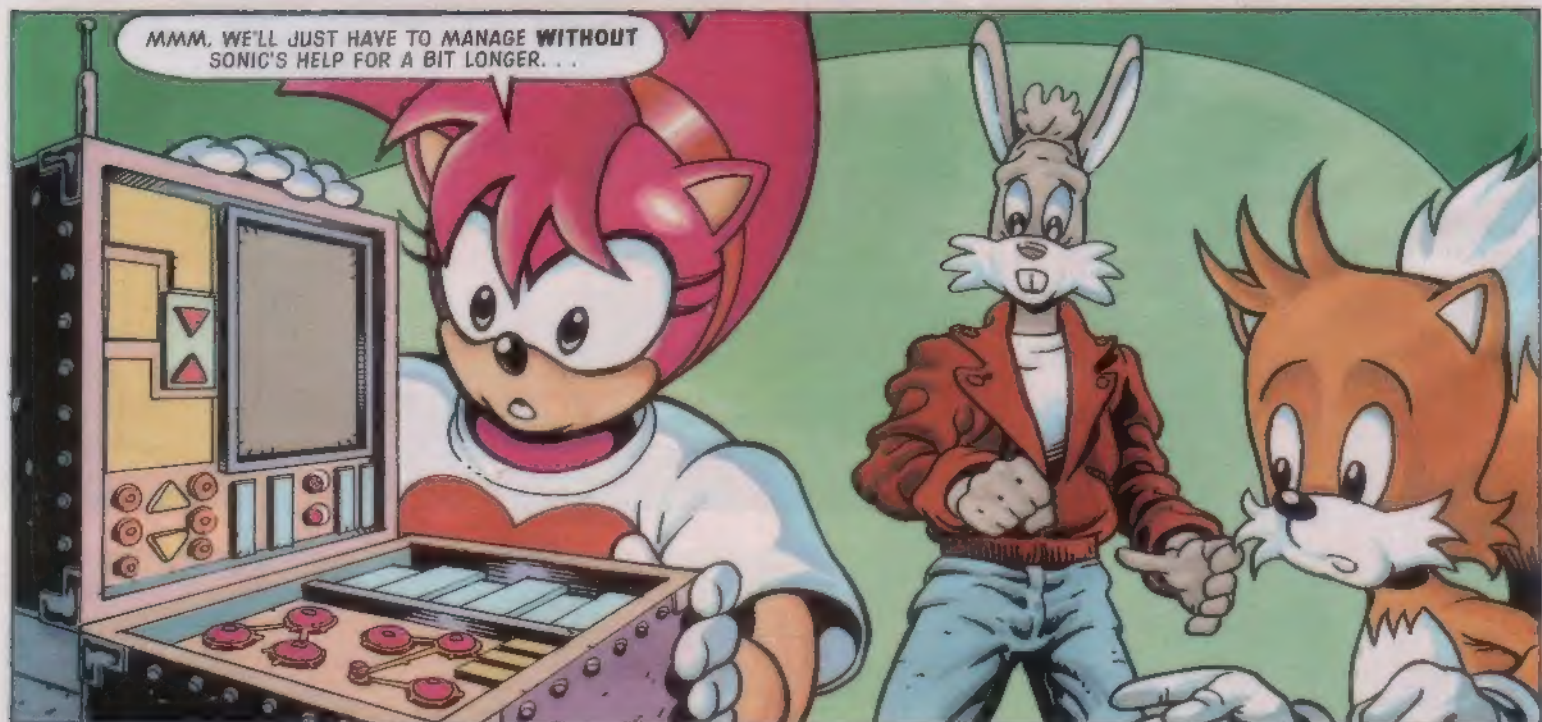
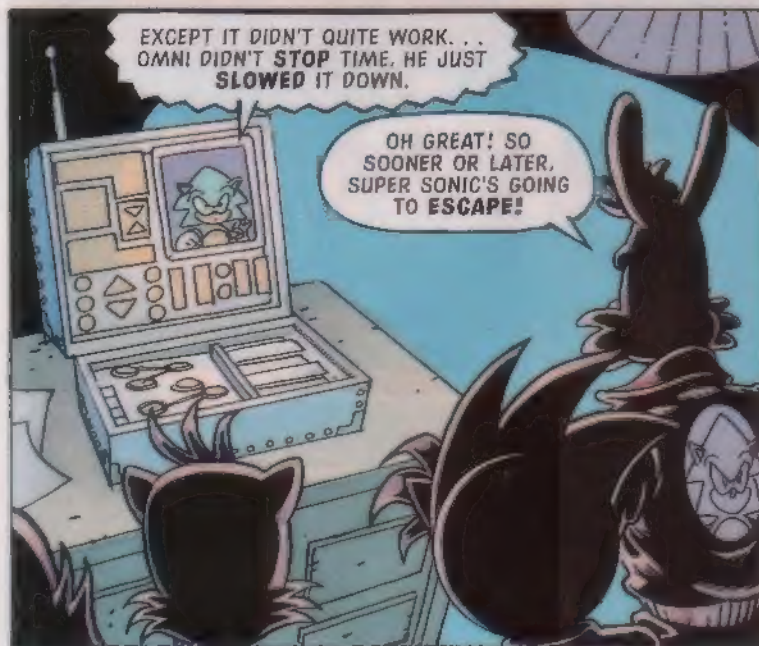
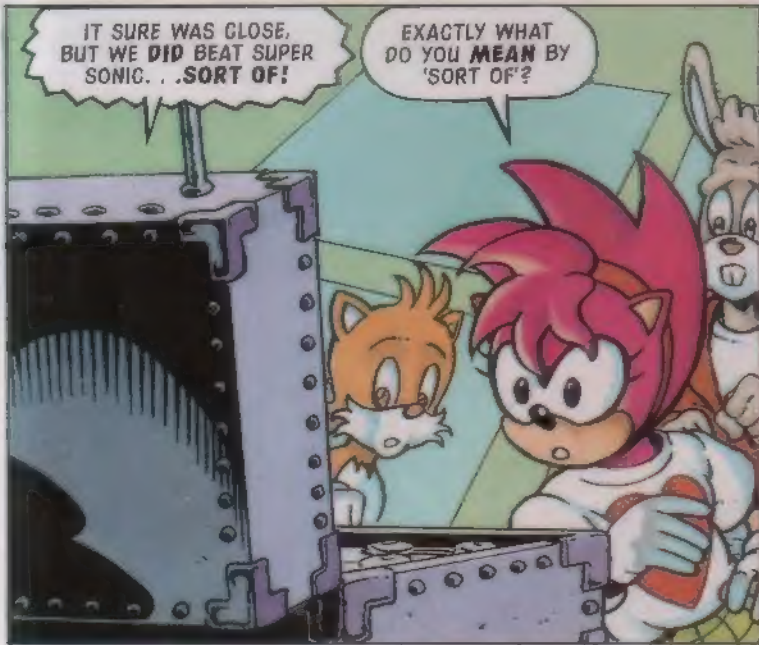
A METROPOLIS CITY SAFE HOUSE,
PLANET MOBIUS...

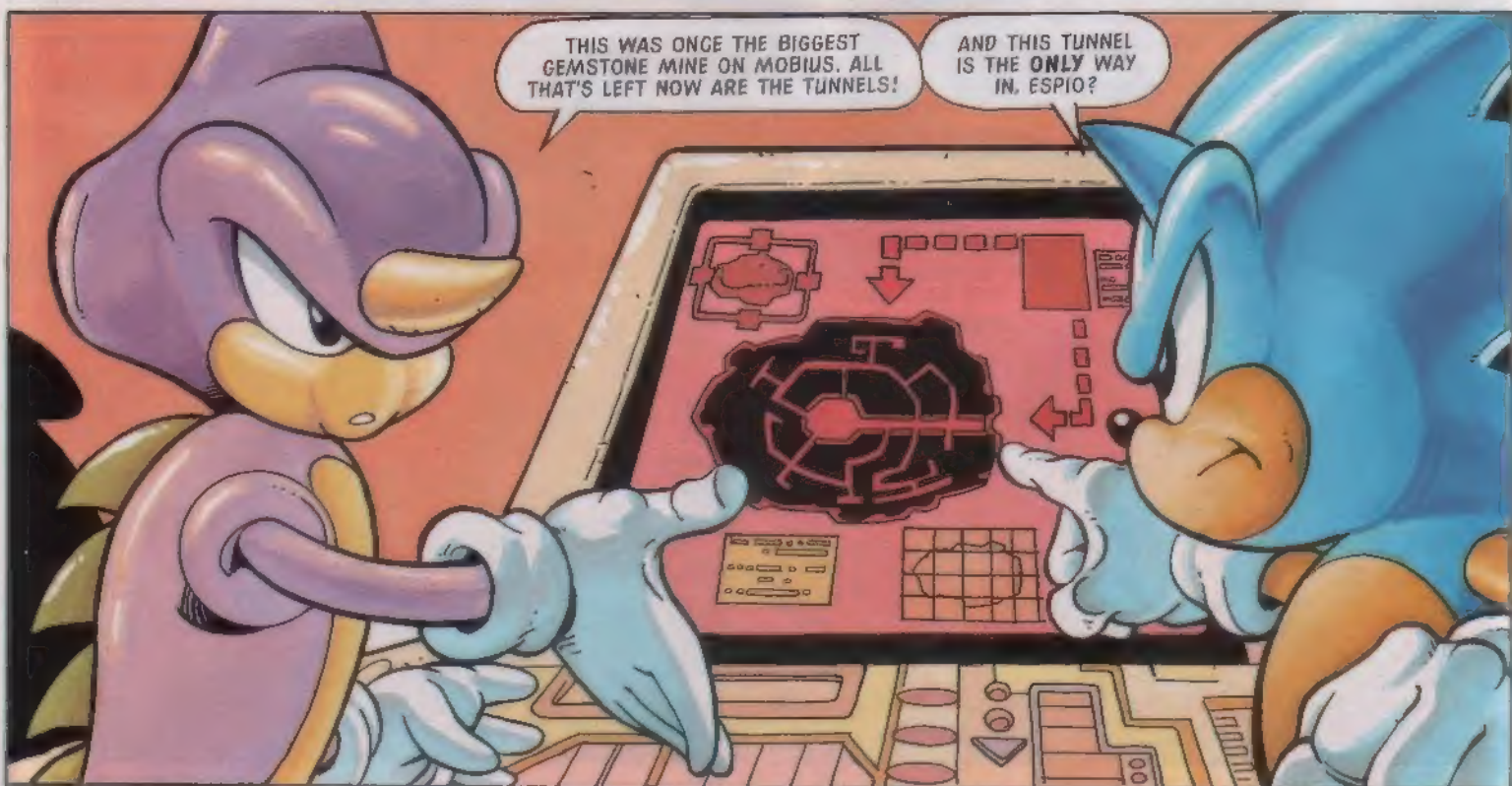
SONIC! WHAT HAPPENED?
WHERE ARE YOU?

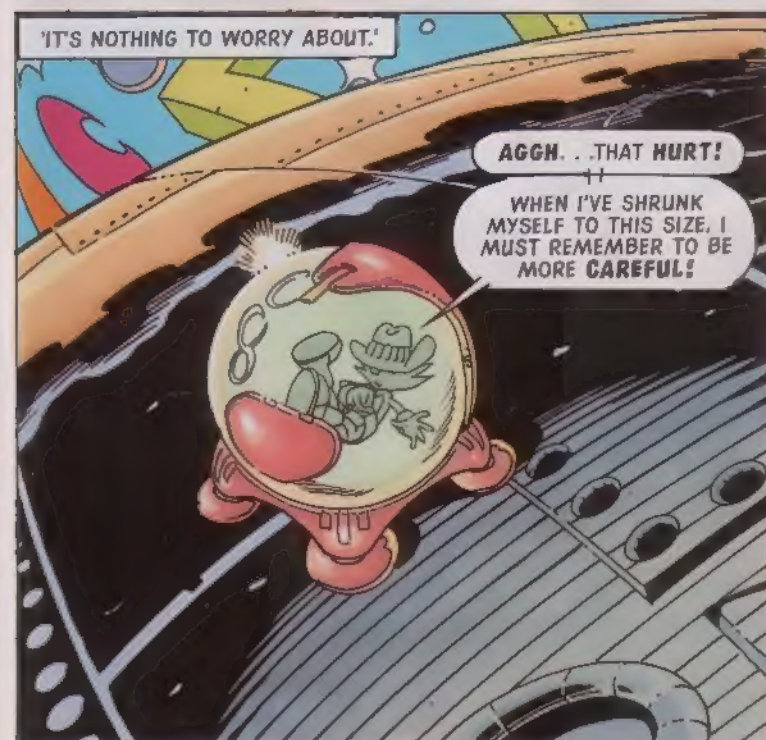
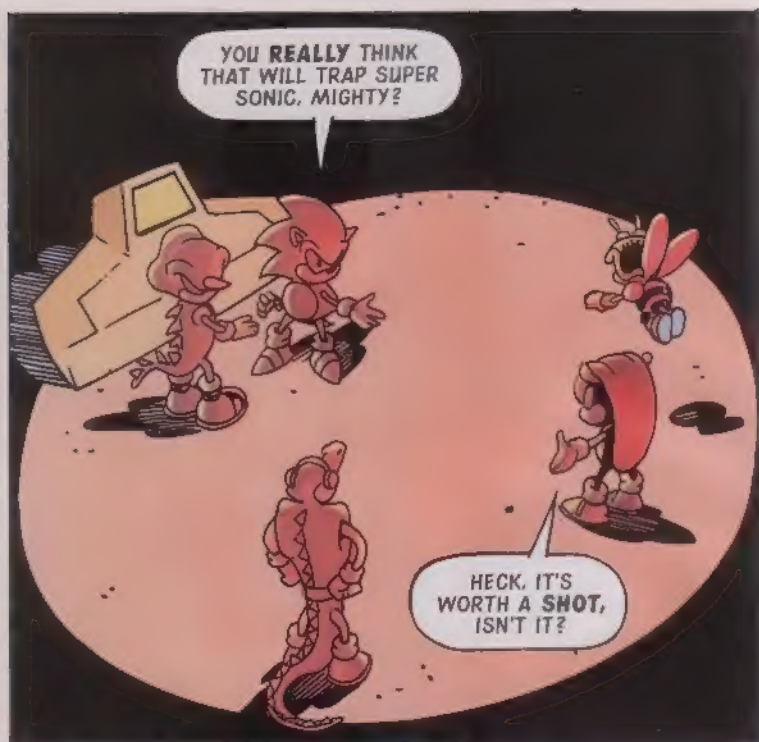
DID YOU DEFEAT
SUPER SONIC?*

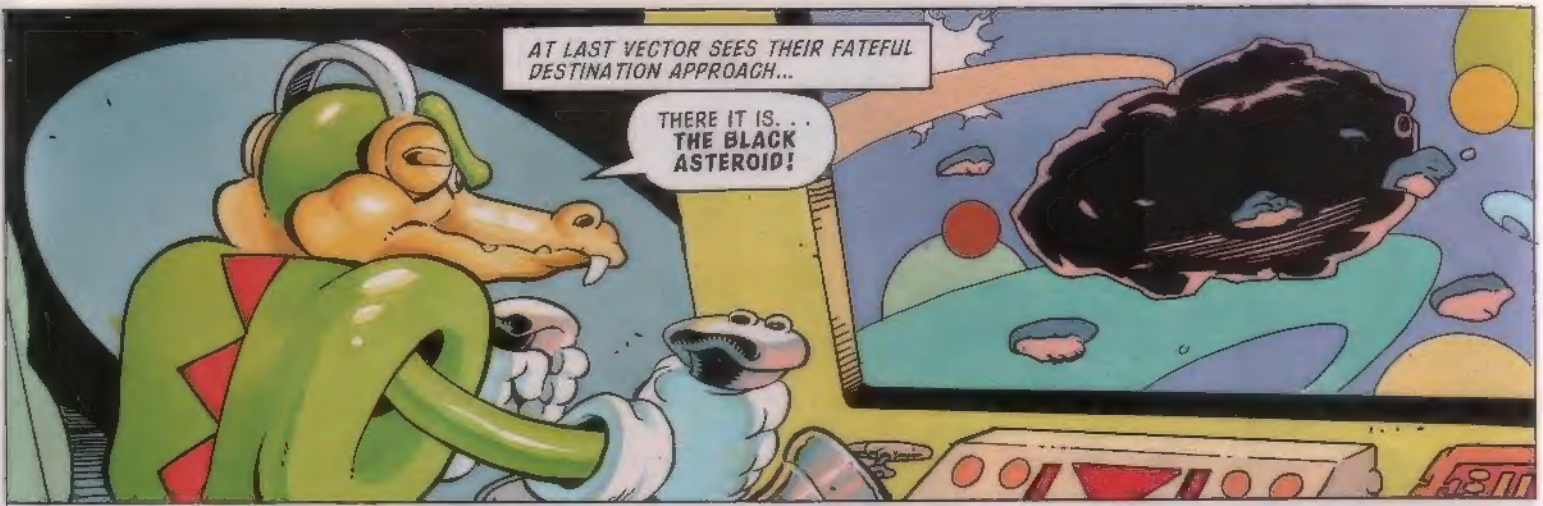
* SONIC FOLLOWED HIM
INTO THE SPECIAL ZONE IN
ISSUE 84 - Megadroid.

WHOA!
JUST GIVE ME
A SECOND AND
I'LL EXPLAIN
EVERYTHING...









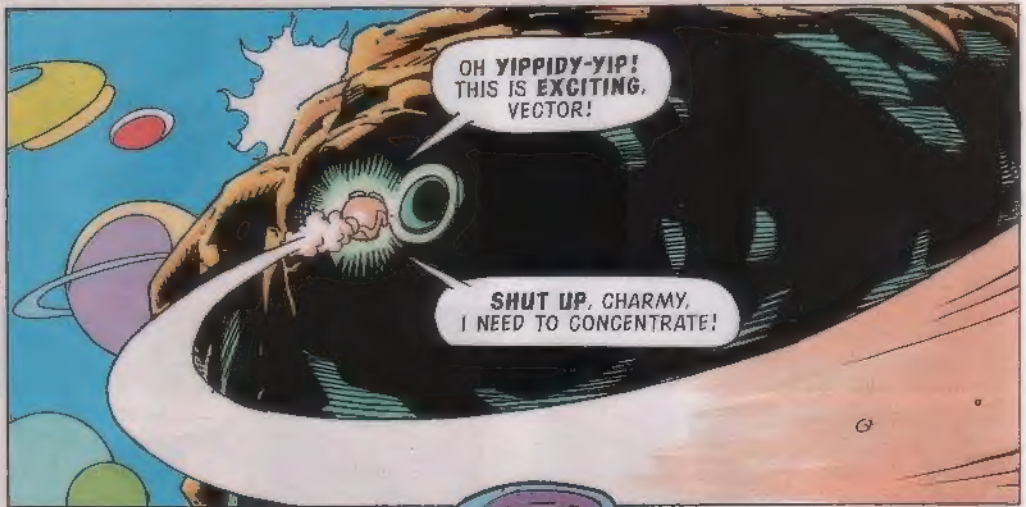
AT LAST VECTOR SEES THEIR FATEFUL DESTINATION APPROACH...

THERE IT IS...
THE BLACK
ASTEROID!



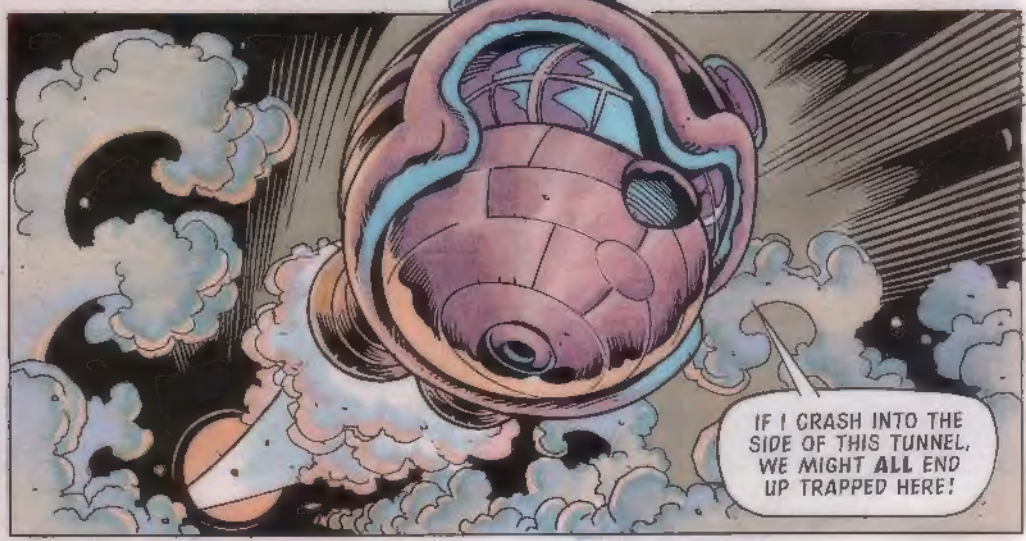
I'M
TAKING US
IN!

I WAS
BEGINNING TO
THINK WE'D
NEVER GET
HERE!

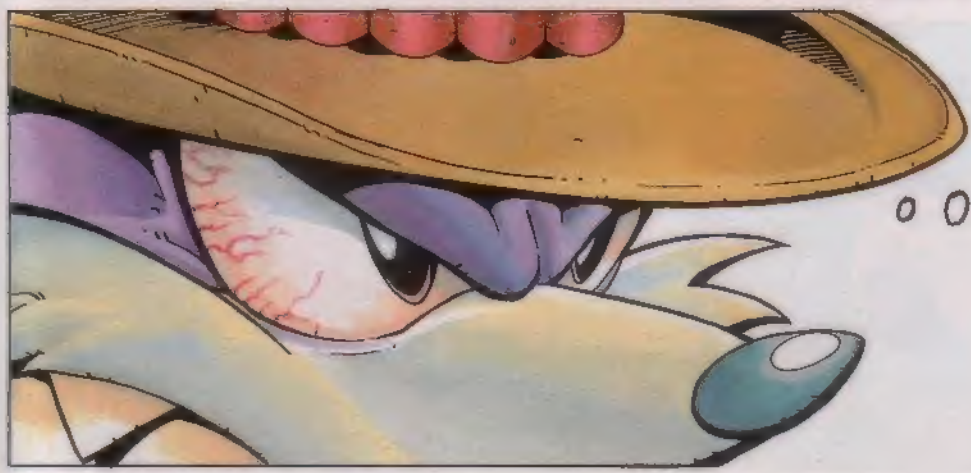


OH YIPPIDY-YIP!
THIS IS EXCITING,
VECTOR!

SHUT UP, CHARMY,
I NEED TO CONCENTRATE!



IF I CRASH INTO THE
SIDE OF THIS TUNNEL,
WE MIGHT ALL END
UP TRAPPED HERE!



THAT'S JUST WHAT I HAVE
IN MIND FOR YOU, VECTOR!

BUT I STILL THINK LORD
SIDEWINDER'S CRAZY TO WANT
ME TO STEAL SUPER SONIC...
HOWEVER, HE IS PAYING ME
PLENTY!



TIME
I GOT ON
WITH IT!

HEY,
WHAT'S
THAT?

FRIZZ!

IS IT
ONE OF
THOSE
GLOWY
THINGS?



AH CHARMY.
STUPID AS
EVER, I SEE!

NACK THE WEASEL!
THEN IT'S TRUE, YOU
ESCAPED FROM
PRISON - AGAIN!



WHAT ARE WE
WAITING FOR...
LET'S GET HIM!



HAH! DO YOU THINK I
WASN'T EXPECTING THIS?

LOOK OUT,
HE'S UP TO
SOMETHING!



SOMEBODY REALLY
SHOULD CUT YOU **BOZOS**
DOWN TO SIZE!

FRIZZ!

HEY, WHAT'S
HAPPENING
TO US?

I... I CAN'T FLY THIS CRAFT
ANY MORE! BRACE YOURSELVES
FOR IMPACT!

CRAAASH!

OW! WISH I'D
WAITED UNTIL YOU'D
PARKED THIS THING!

HAH, MAYBE I'LL
TAKE YOU HOME...
I ALWAYS WANTED
TO KEEP PETS!

DARN IT! I
MISSED THE
HEDGEHOG!

CLOPP!

COME OUT, COME OUT,
WHEREVER YOU ARE!

THERE MUST BE A
WAY TO STOP HIM!
BUT AT THIS SIZE,
WHAT CAN I DO?

820

NEXT ISSUE:
SMALL PROBLEMS!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

WORMS

Reviewed by Jenny Fromer & Nick Protz



GAME TYPE: PLATFORM/SHOOT 'EM-UP
PLAYERS: 1-4

PUBLISHER: SEGA
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Sega's new Mega Drive four-player title, **Worms**, is your chance to take control of an army of little pink worms and enter into combat against other worm forces! Not that **Worms** is your standard 'shoot 'em-up' - far from it. In fact, to have any chance of success, you'll have to plan a serious worm attack strategy.

The game itself is simple; teams of worms controlled by up to four players and/or the computer, are scattered over a choice of four linear landscapes. These invertebrate armies each have an arsenal of weapons to let loose on their opponents. The last worm standing (or wriggling) wins. Best of all, there are all sorts of options for customising the game in terms of weapons, teams and ground rules. Depending on whether you opt to play in leagues or friendlies, your worms may be spread randomly amongst other teams or in group formations.

What makes this game so addictive is that you have to think very carefully about how best to employ your weapons without leaving your own worms in danger. The weapons control is straightforward and allows you to project grenades, cluster bombs and bazookas through the air, or to fire all sorts of weapons from point-blank range. However, attack is not always the best form of defence and your worms can go to ground or teleport out of harms way. Look out for weapons drops which may contain such special ammunition as the fabulous exploding sheep!



A minor complaint is that the worms are a bit small and it's tricky telling them apart - particularly when your team is dispersed. A recommendation is that you give your worms single initial names so you can spot them in a crowd. There is not much in the way of sound, save for the satisfying noise of weapons exploding on impact.

Worms is completely absorbing, particularly when played against a group of friends. While it may look fairly basic, and offers a limited choice of terrain, it is the thrill of the chase that will keep you hooked.

FINAL COUNTDOWN

RAVES

Totally addictive!



GRAPHICS 70

SOUND 70

GRAVES

Limited back-grounds.



PLAYABILITY 88

OVERALL 85

THE WILD FRONTIER TOWN OF BACKWATER.

OWW!
I'M GONNA TELL
MY PA!

GO AHEAD,
YOU LITTLE SKUNK!
CRYING TO YOUR PA IS
ABOUT ALL YOU'RE
GOOD FOR!

YOU LET
A MAD MOB DRAG A
PRISONER FROM THE CELLS...
THEY WERE GOING TO
LYNCH HIM!

YOU'RE
A DISGRACE
TO THAT DEPUTY'S
BADGE!

WELL,
IT LOOKS LIKE I
NEED ME A NEW
DEPUTY...

KNUCKLES

THE GOOD,
THE BAD
AND THE
ECHIDNA

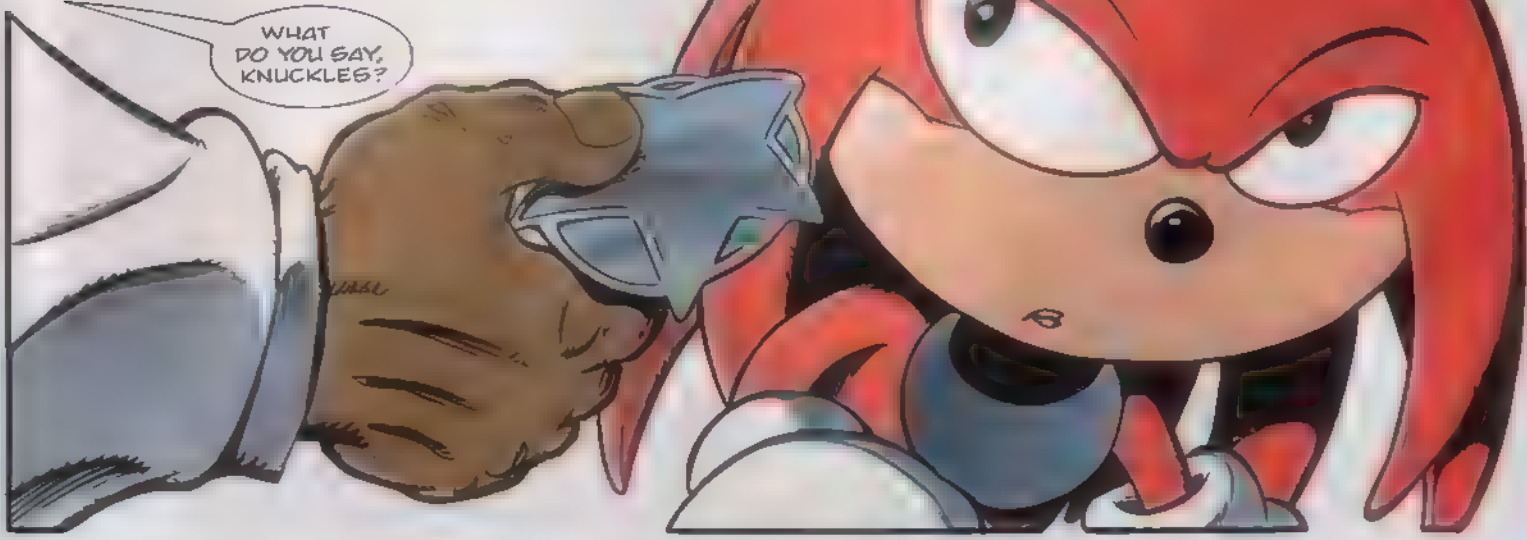


Script:
WIGEL KITCHING

Art:
WIGEL BOONYA

Lettering:
KLUYTH VELL

WHAT
DO YOU SAY,
KNUCKLES?



LATER THAT DAY

WELL,
I'D BETTER
MAKE TRACKS,
SHERIFF!

IF I DON'T
GET MY HERD OF APTERIX
TO METROPOLIS CITY BY THE
END OF THE WEEK, I'LL MISS
THE MARKETS!

YUH
REALLY THINK
CHITO'S BEHIND
THAT ATTEMPT ON
MY LIFE?


CAN'T
SAY FER SURE.
BUT WE AIN'T
SEEN HIDE NOR HAIR
OF HIM SINCE THE
TOWNSFOLK TRIED
TO STRING UP
KNUCKLES

MIND
HOW YOU GO,
ROOSTER... WHO-
EVER TRIED TO KILL
YOU BEFORE MIGHT
TRY THEIR LUCK
AGAIN!

MEANWHILE IN BACKWATER'S SALOON

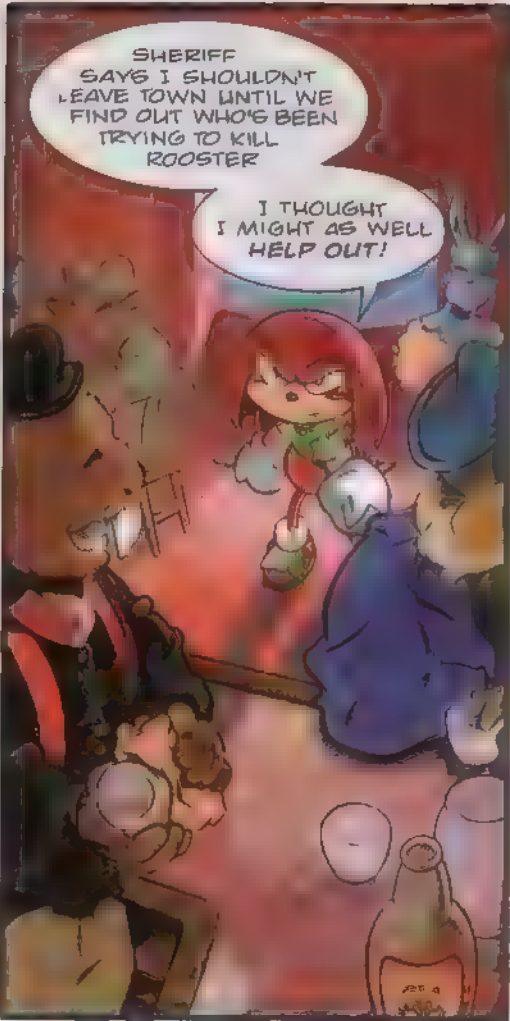
THEY SAY IT
WAS BOSS KROUCH'S
MEN WHO TRIED TO
LYNCH HIM..

THAT'S
WHAT I HEARD
TOO!



AND
I'LL BE PAYING A
VISIT TO MAYOR
KROUCH IN DUE
COURSE!

YOU THE
NEW DEPUTY
SON?




SHERIFF
SAYS I SHOULDN'T
LEAVE TOWN UNTIL WE
FIND OUT WHO'S BEEN
TRYING TO KILL
ROOSTER

I THOUGHT
I MIGHT AS WELL
HELP OUT!




FEELING
THIRSTY?

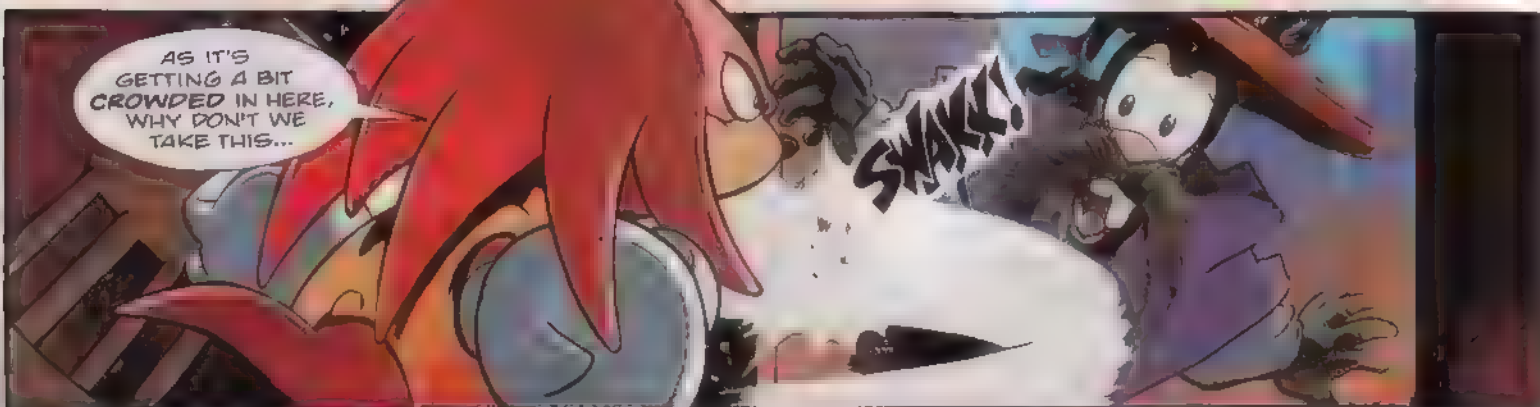
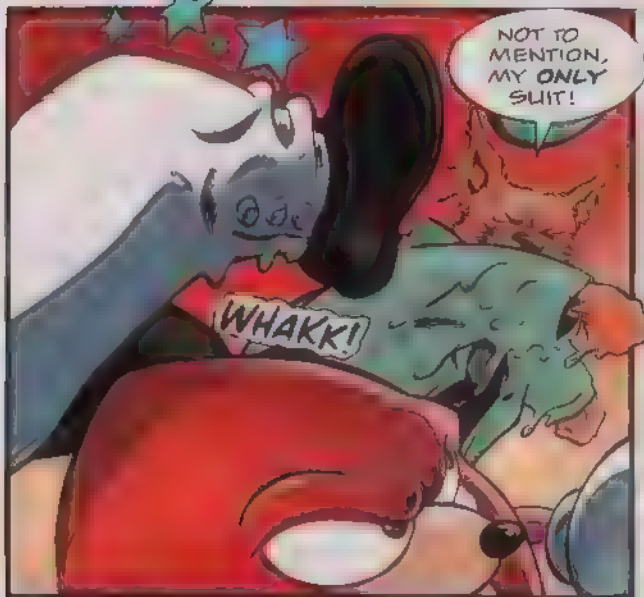
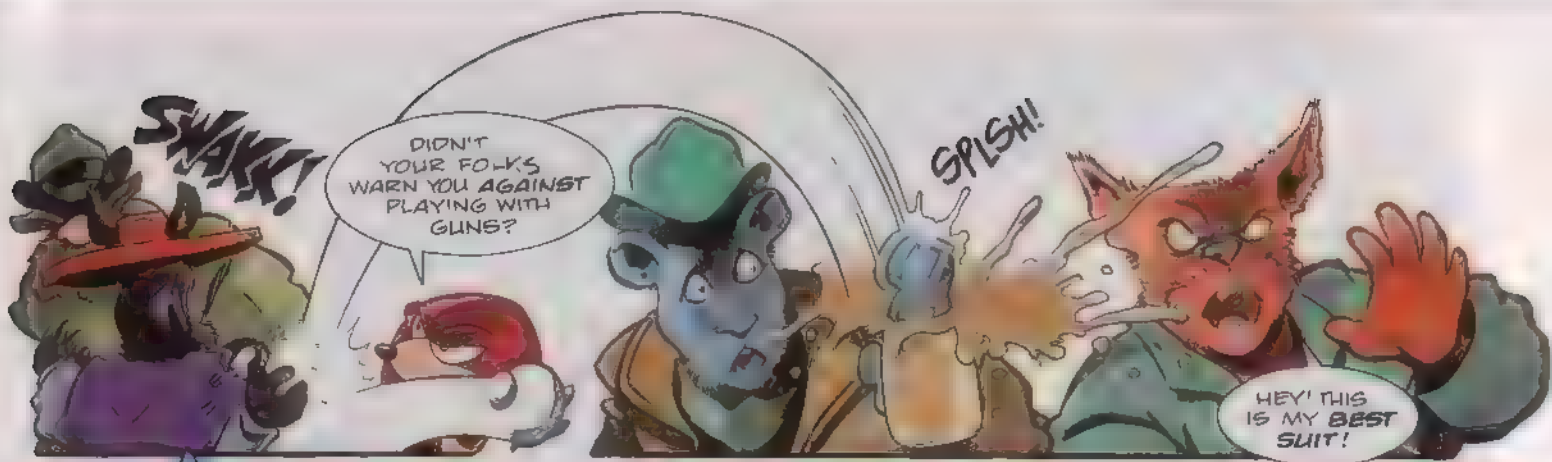
NOT
FOR THAT
STUFF!

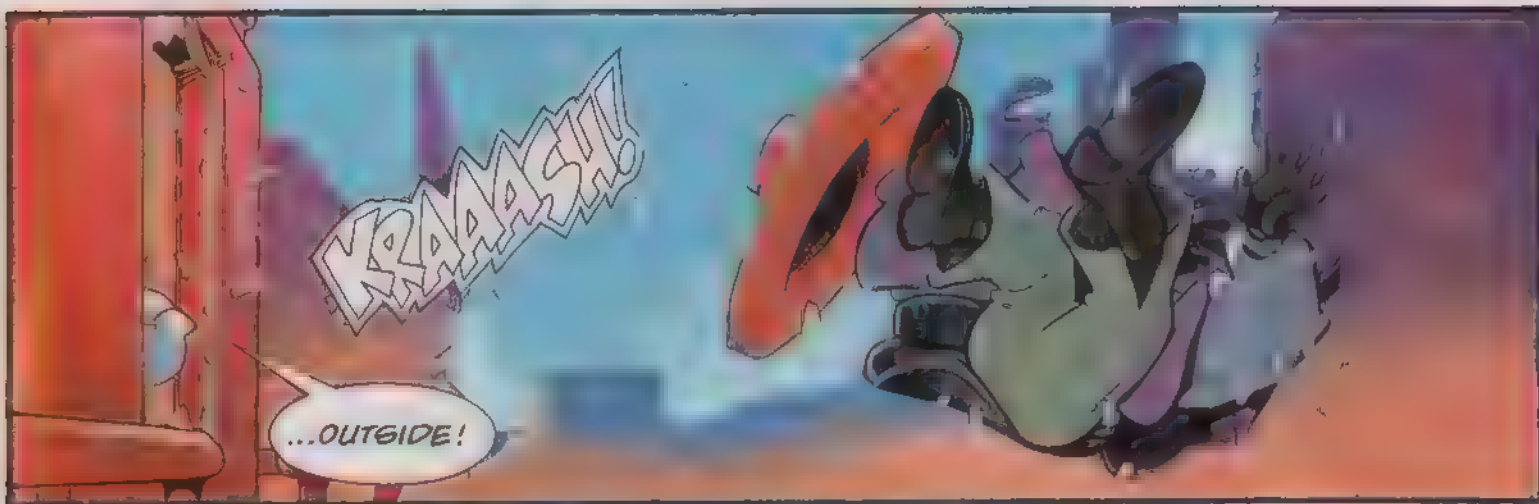


WHAT
I WOULD LIKE
IS TO FIND A
SLIMY RABBIT
CALLED
CHITO!



NOW
WHY'RE YOU
LOOKING FOR ME
AMIGO?

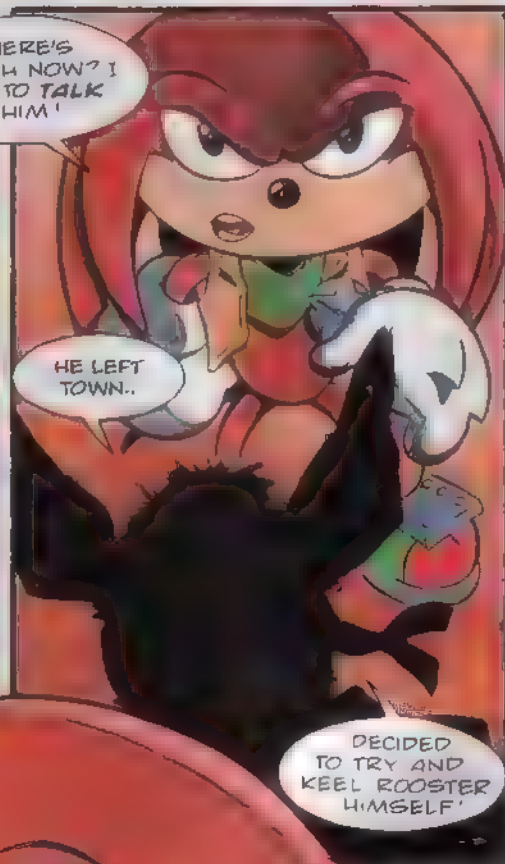




TALK, CHITO. YOU WORK FOR BOSS KROUCH. DON'T YOU? IT'S YOU WHO HAS BEEN TRYING TO KILL ROOSTER!



NO MORE SEÑOR I ADMIT IT!



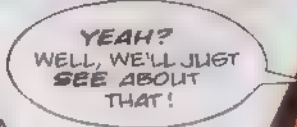
WHERE'S KROUCH NOW? I WANT TO TALK TO HIM!

HE LEFT TOWN..

DECIDED TO TRY AND KEEL ROOSTER HIMSELF!



YOUR FRIEND, HE IS AS GOOD AS FINISHED!



YEAH? WELL, WE'LL JUST SEE ABOUT THAT!



NEXT ISSUE: SHOWDOWN!

FRIGHT ZONE

HOW MANY COULD WHO GIVE THEIR HANDMADE PICTURES IN THE FRIGHT ZONE? A WINNER IN EACH AGE GROUP WILL BE AWARDED A CRAYOLA MINI STAMPERS 2 PACK WINNER.

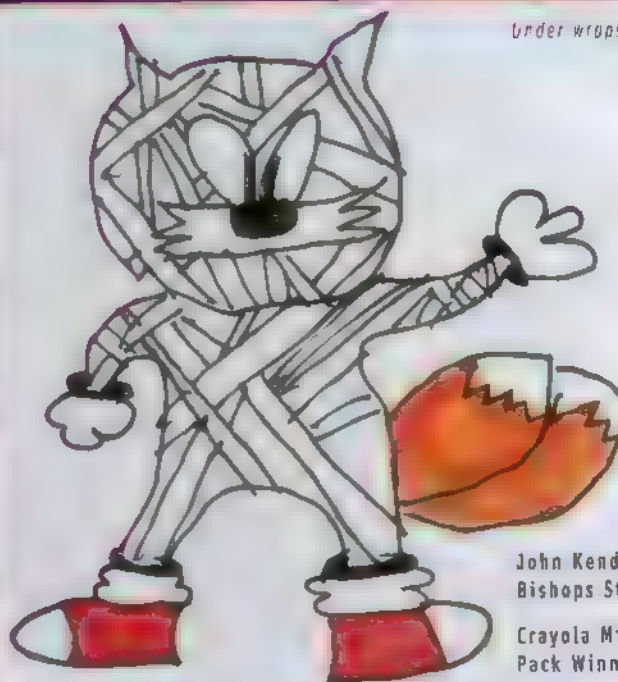
Pumponic



Jodie Harris,
Swansea,
Wales.

Crayola Mini
Stampers 2
Pack Winner.

Under wraps for Halloween!



John Kendall,
Bishops Stortford, Herts.

Crayola Mini Stampers 2
Pack Winner.

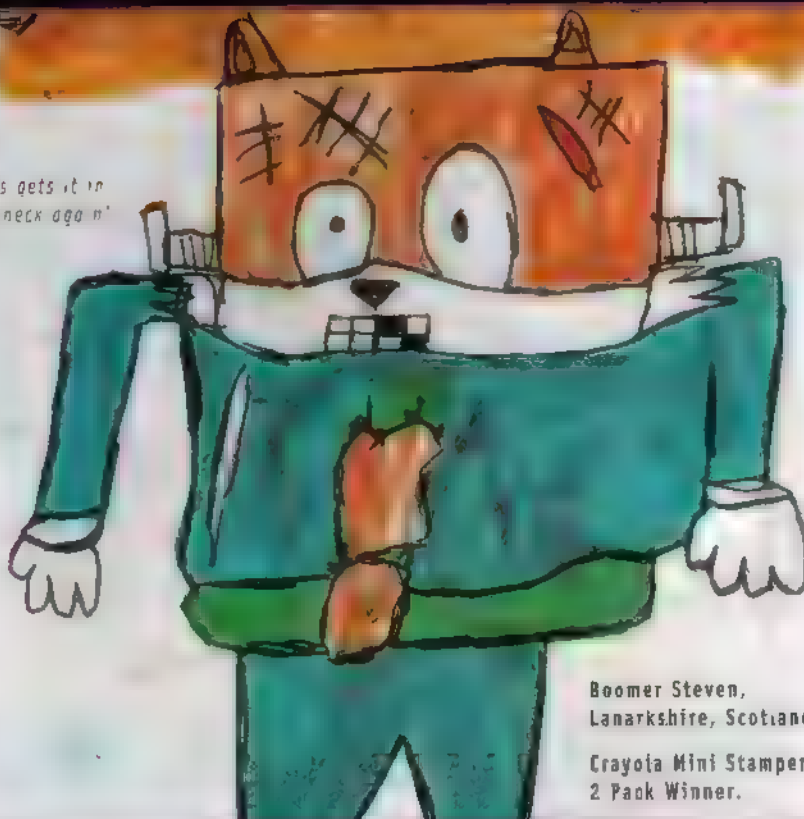
Who is that
masked
pumpkin?



Neil Davies,
Northampton.

Crayola Mini
Stampers 2
Pack Winner.

Ta is gets it in
the neck agn'



Boomer Steven,
Lanarkshire, Scotland.

Crayola Mini Stampers
2 Pack Winner.

Amy lashes out!



Thomas Hoddell,
Ross-on-Wye,
Hereford.

Crayola Mini
Stampers 2
Pack Winner.

Count Krackula



Michael Ransome,
Sale, Cheshire.

Crayola Mini
Stampers 2
Pack Winner.

Hubble, bubble,
tail and
trouble.



Jacob Knowles-Smith,
Leeds, W Yorks.

Crayola Mini Stampers
2 Pack Winner.

Draw to print or feel the fun on plain white paper
(avoid lined paper and pencils or crayons as they
don't show up as well when printed).

The original and don't forget to keep your...

Send your drawing with your name.

Include your name and address, preferably
written in capital letters on the back of
the page.

Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 FINESTOCK PLACE, LONDON, N1C 4BN.

EACH ARTIST WHO GETS
THEIR HANDYWORK PRINTED IN
S1 WILL RECEIVE A PACK OF
"STAMPERS" SHAPED TUBBED COLOR PENS

For your nearest Crayola
stockists:- Tel: 01234 217706



Decap ATTACK

THE PUMPKIN CHASER

COMPLETE
STORY

LETTERING:
ELLIE DE'VILLE

SOMETHING STRANGE IS GOING ON
IN CASTLE FRANK, N. STEIN

GOOD ON
YOU TO COM
ZO KVIKKLY! VE ARE
HAVING EIN GROSSEN
PROBLEM MIT DER
PUMPELKINS!

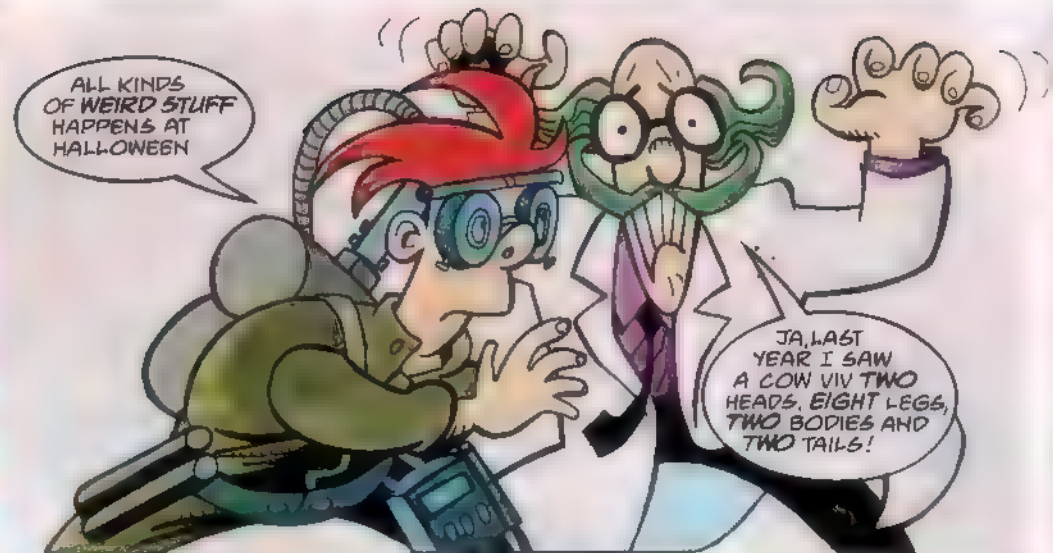
AH!
YOU MEAN,
PUMPKINS.

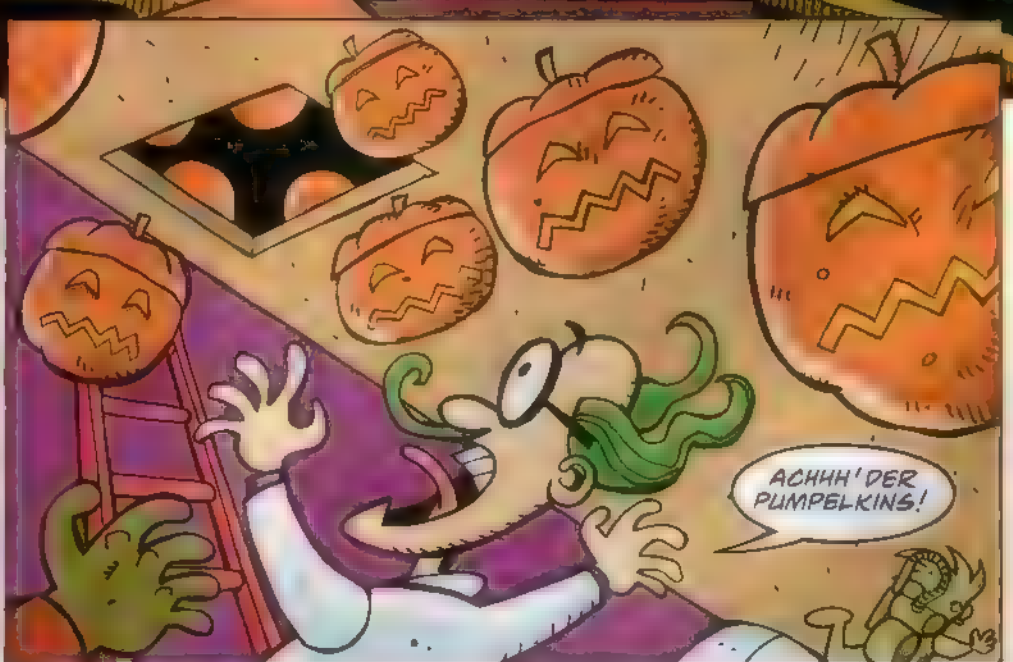
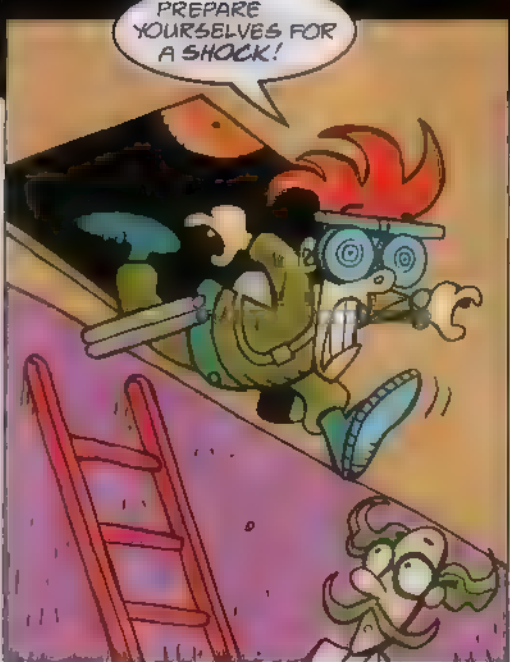
JA DAT'S
NOT I SAID
PUMPEL-
KINS!

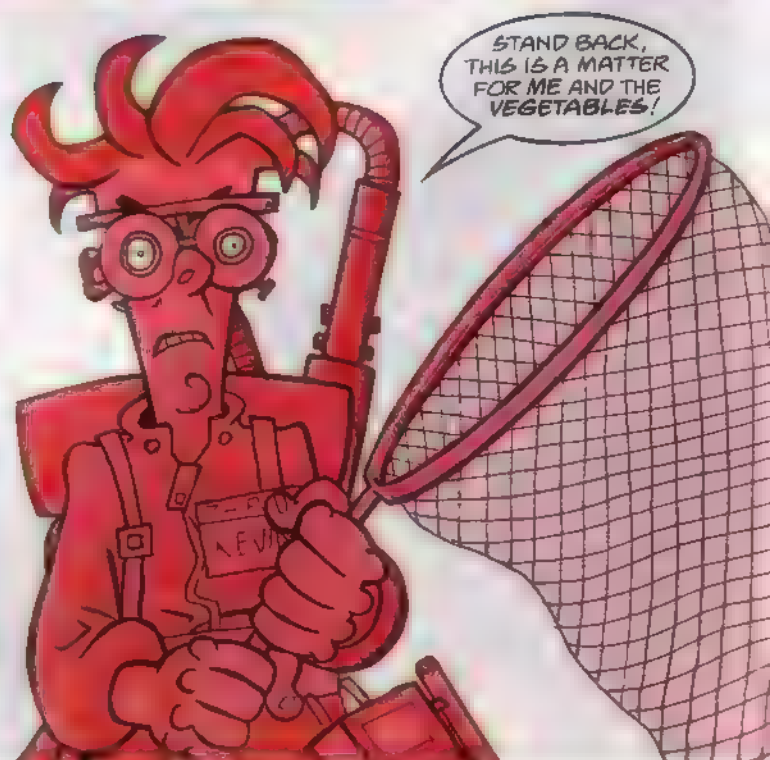
JUST AS I
THOUGHT YOU HAVE AN
INFESTATION!

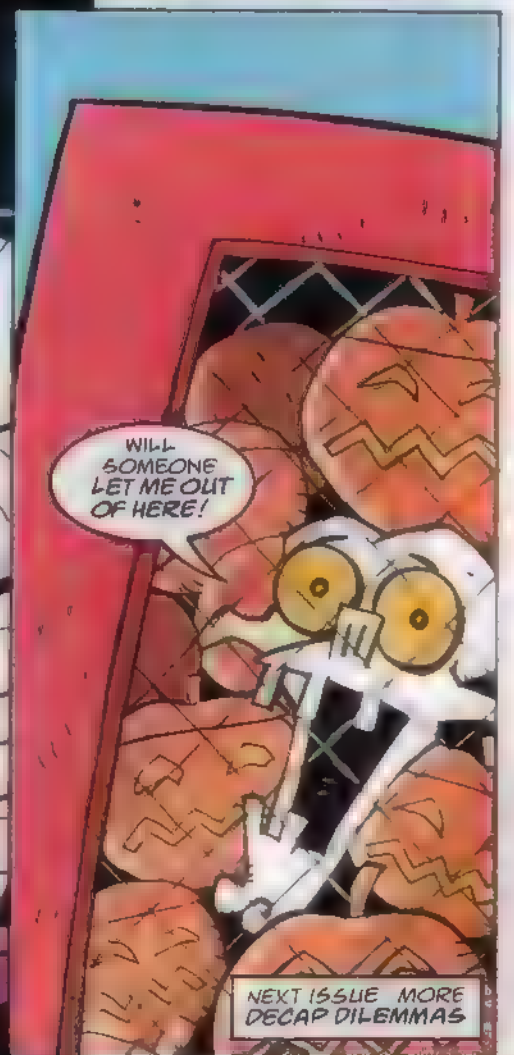
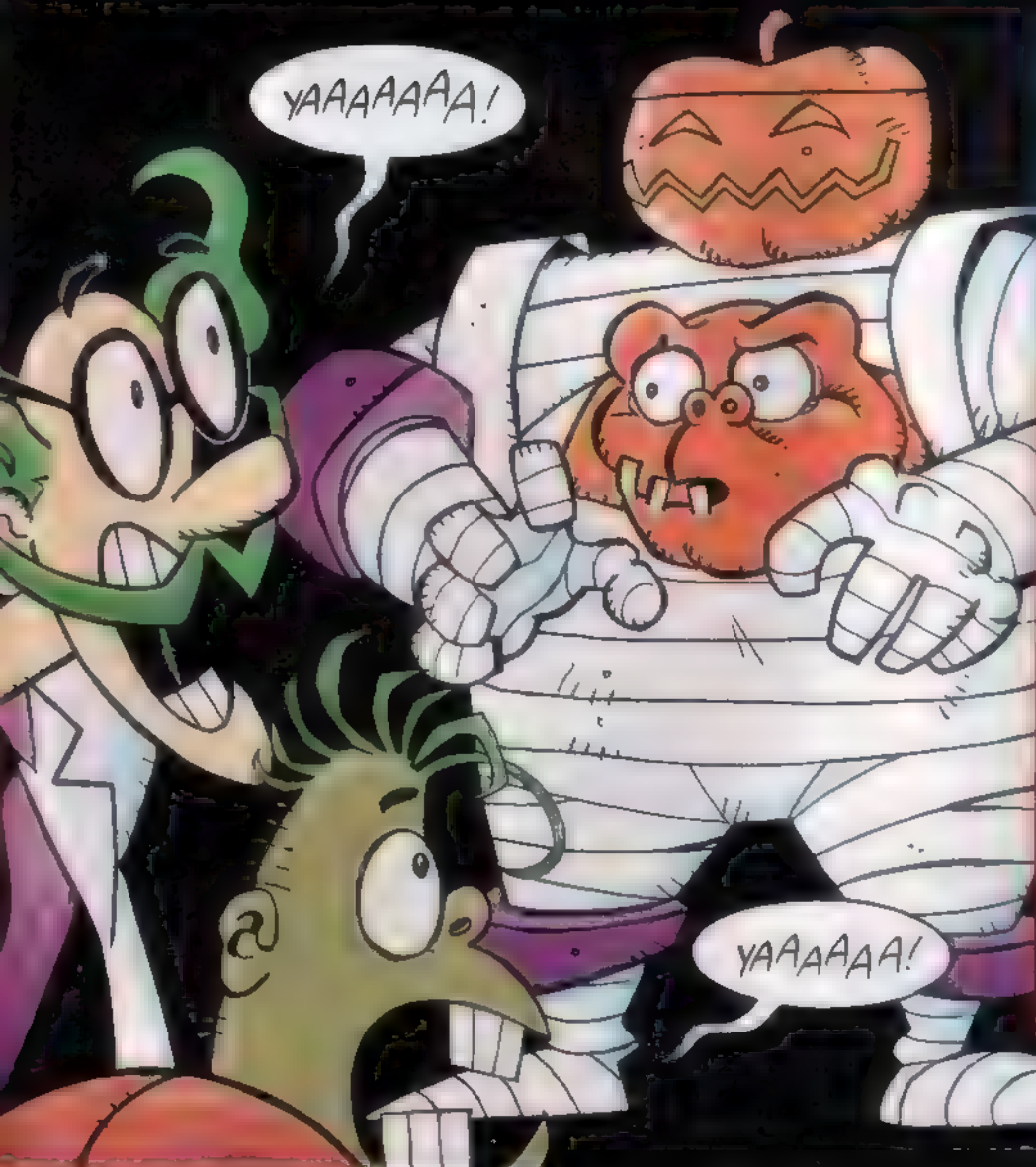
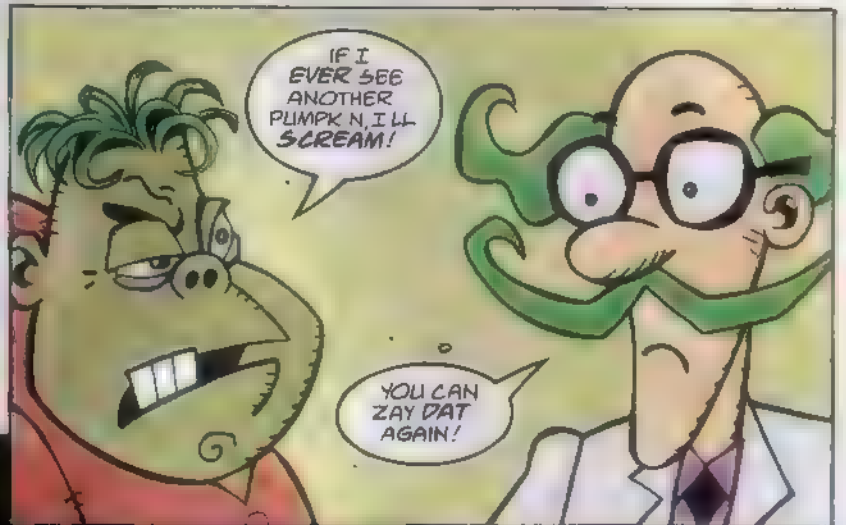
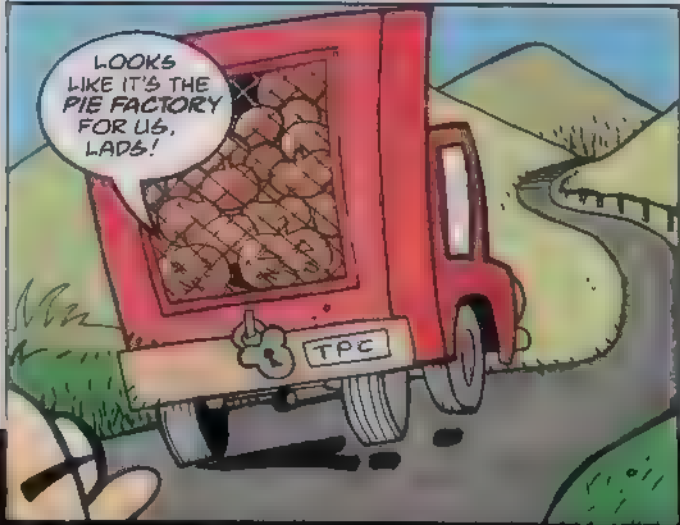
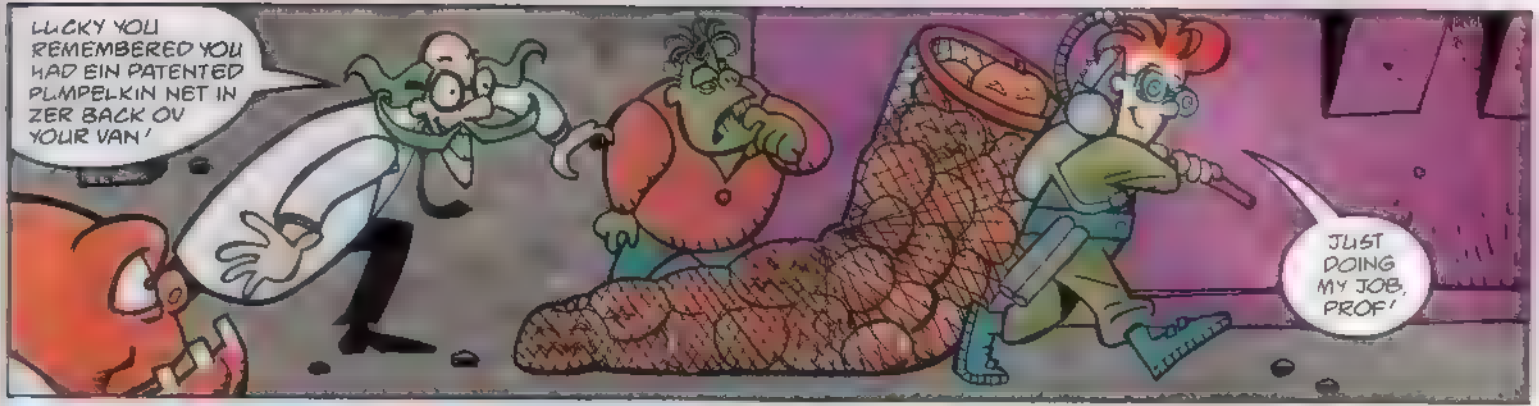
I KNOW--
BUT DER OINTMENT
IS CLEARING IT
UP NICELY...

NO, YOU
MISUNDERSTAND!
YOUR PUMPKINS
HAVE REVOLTED AND
BURROWED THEIR WAY INTO
THE NOOKS AND CRANNIES
OF THE CASTLE!









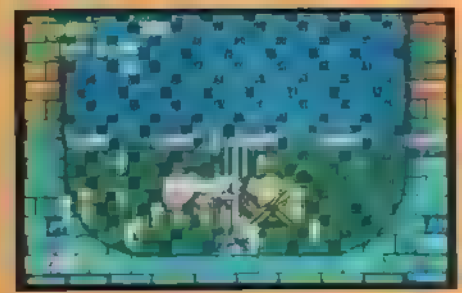
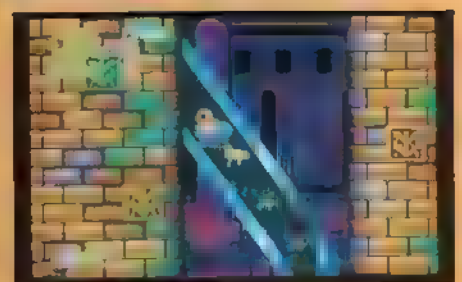


Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SH.



SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE ZONES - PART 2

HYDROCITY ACT 2

BEWARE OF:

Spinning Pillars, Water Propellers, Speed Hand Catapult, Slides and Bridges.



BADNIKS TO AVOID:

Jawz, Turbo Spiker, Doctor Robotnik.

Use Dash Attacks to go right and watch out for Badniks and the yellow springs (they're just where you don't want them!). There are plenty of fast slide and bridge sections, so don't whiz carelessly past these areas as they may hold goodies. TV's are used sneakily here; they contain useful shields that may be placed over spikes or even Doctor Robotnik!

MARBLE GARDEN ACT 1

Marble Garden is fast and the Badniks loiter in the most painful places.

BEWARE OF:

Platform-raising Wheels, Flying Spinners, Giant Rotating Platforms, Mineshafts and Pulley Lifts.

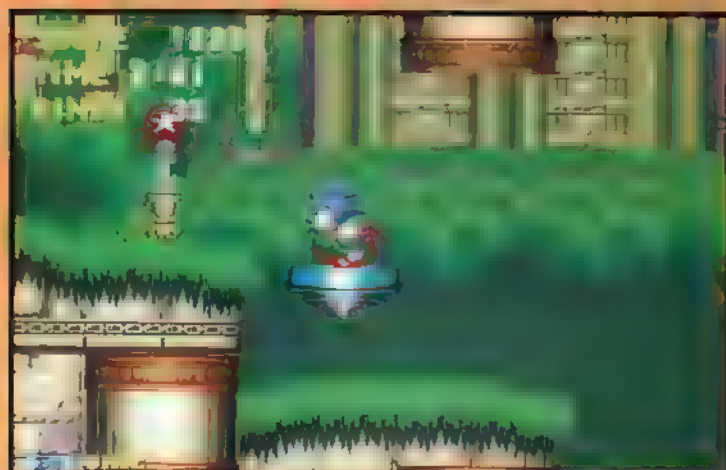


GUARD AGAINST:

Bubbles, Spikers, Arrow-Shooting Heads, Overhead Spikes, Spiked Ball on Chain, Falling Spiked Pillar and Spike Pole.

Marble Garden has you looping the loop on giant, three-armed rotating platforms. It also has you climbing steep hills using long pulley lifts. You get to collect loads of rings by racing Sonic down long diagonals and by using the flying spinners to good effect. These are also good for covering ground quickly but getting used to flying them takes practice; run Sonic too fast and you'll fly straight into some overhead spikes!

One of the nastiest obstacles is the Rotating Spiked Ball on a Chain. It moves very fast and your timing needs to be spot on to get over it. The secret is to follow it on its back-swing and leap as soon as it starts to swing back towards you. If you find a Lightning Shield, it will automatically draw any surrounding rings to Sonic - just like a magnet! As usual, check the walls around you for hidden chambers and that Giant Gold Ring.



ACT 2

Badnik combos stampede thick and fast in this section, but remember, keep cool!

BEWARE OF:

Pully Lifts and Mineshafts, Arrow-Shooting Heads and Mud Pits.

BADNIKS TO AVOID:

Spikers, Mantis and Bubbles.

The menacing Mantis spring up from underground, usually in groups of two or more, so move carefully when hitting one. When the ground above you begins to fall away, there's a tricky left-to-right sequence you need to use in order to move Sonic to stop him being crushed or captured.



Next issue: Zapping through more zones in Sonic 3 revisited!

SONIC'S WORLD A NEW HOPE

Script: LEW STRINGER Art: DANIEL CLINE Character Design: ARNY PRITZBETT Lettering: TOM FRANK

LIFE ON PLANET MOBIUS IS HARDER FOR THE FREEDOM FIGHTERS SINCE SONIC VANISHED INTO THE SPECIAL ZONE. HOWEVER, AMY, TAILS AND JOHNNY CONTINUE THE STRUGGLE AGAINST DOCTOR ROBOTNIK'S EVIL BADNIKS.

WE'RE OUTNUMBERED!

THANK YOU FOR THAT NUGGET OF INFORMATION, JOHNNY! JUST KEEP GLOBBING THEM!

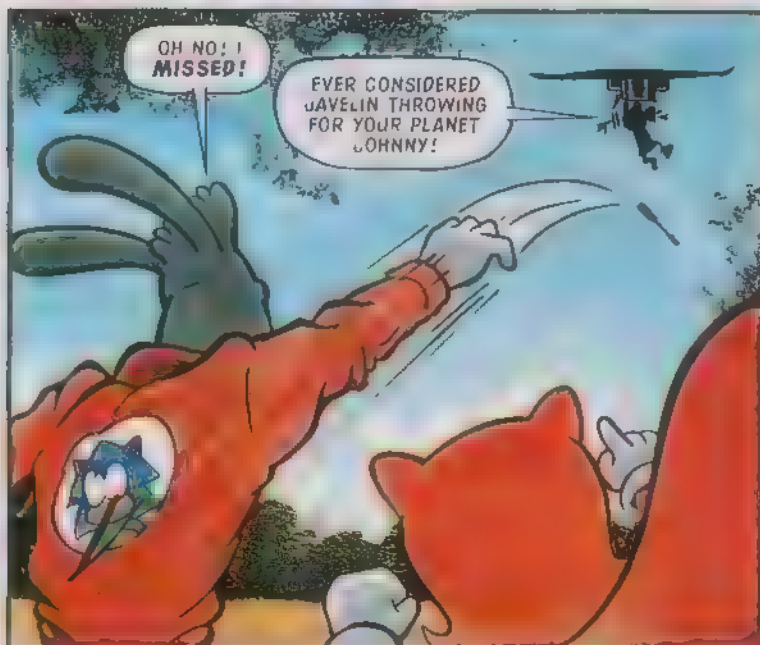
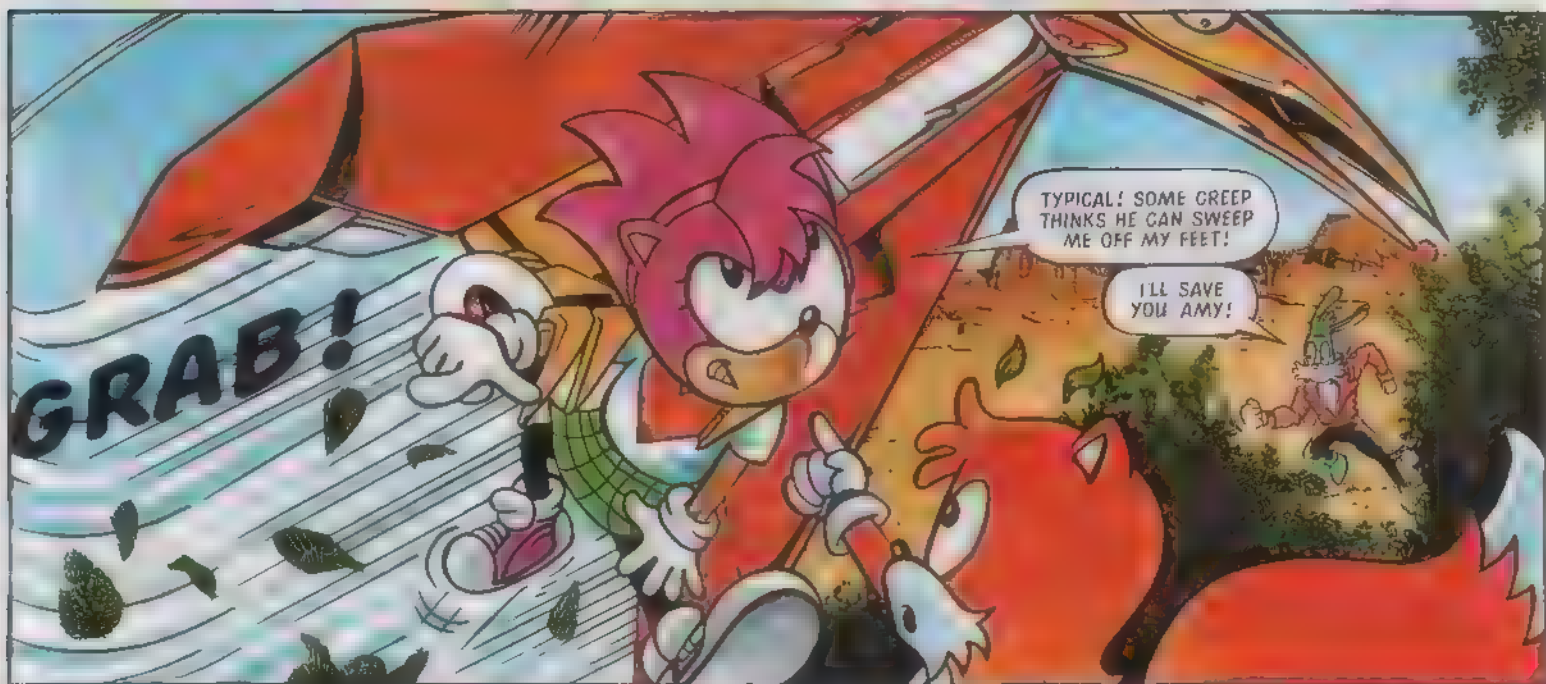
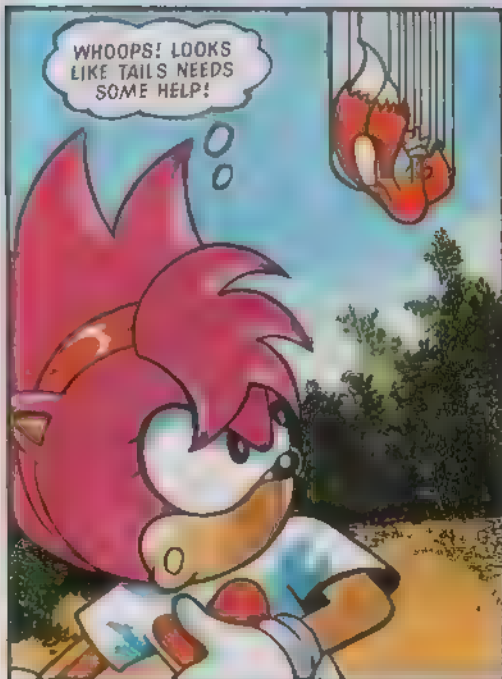
BASH!

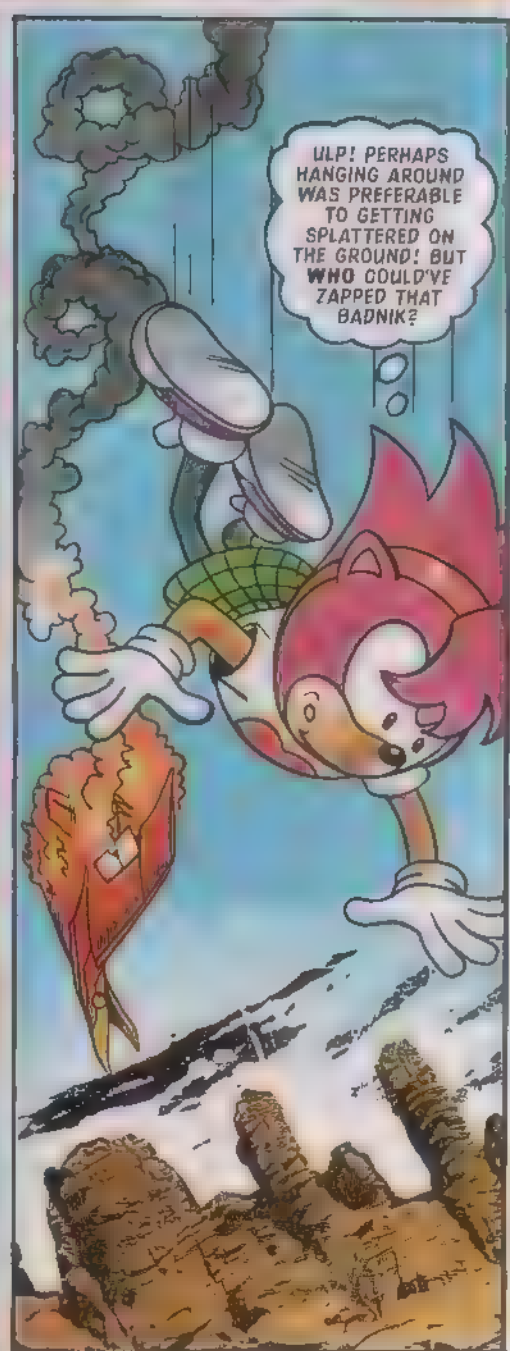
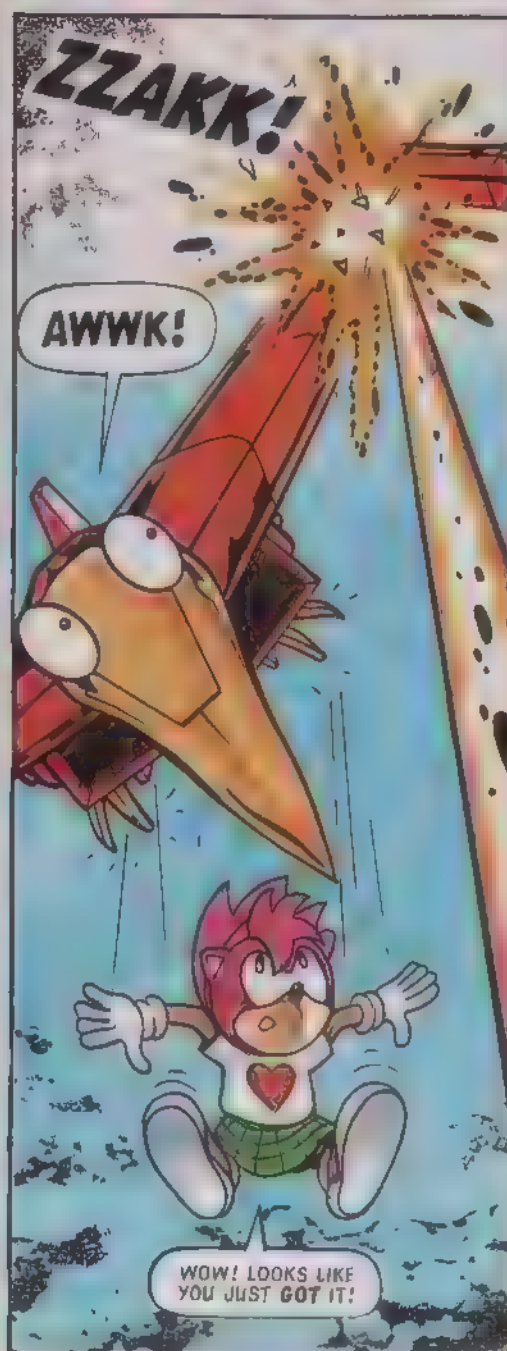
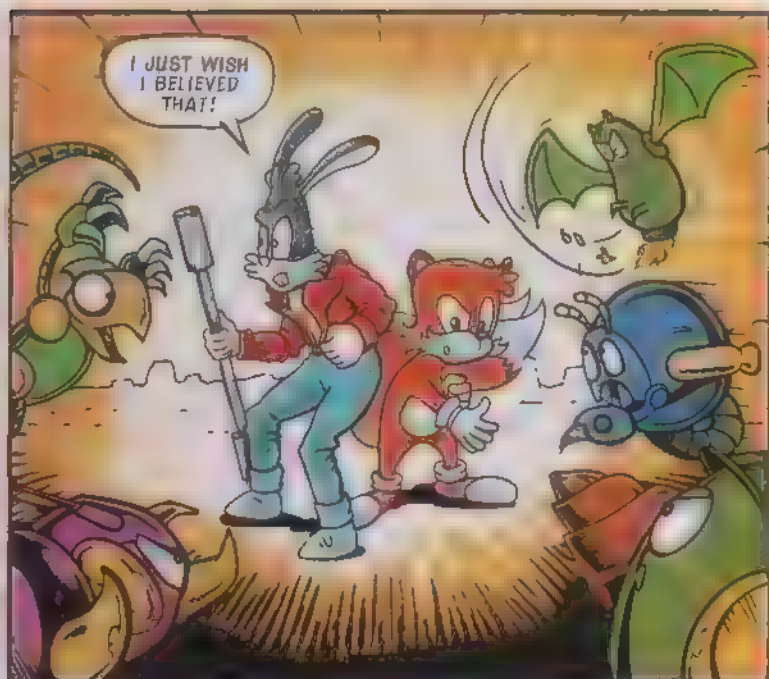
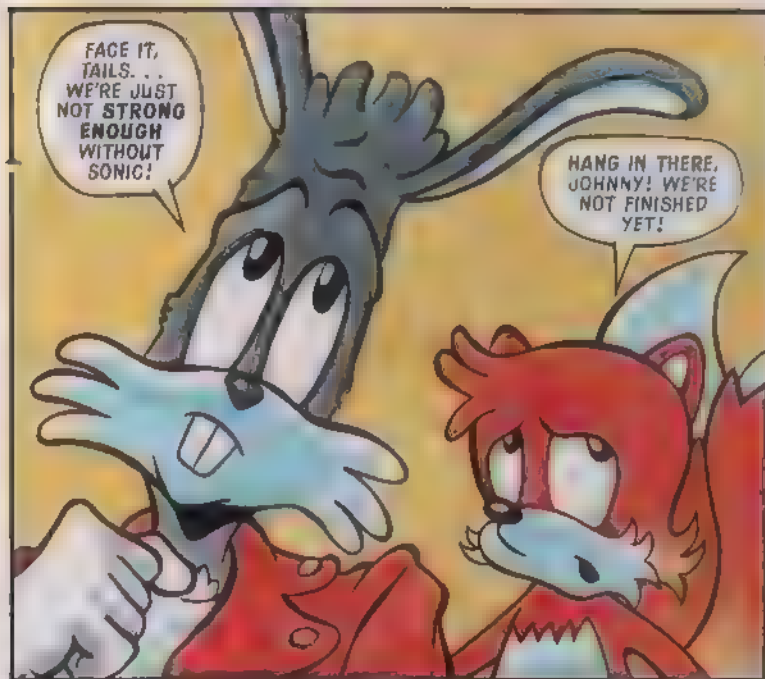
TARGET IN RANGE!

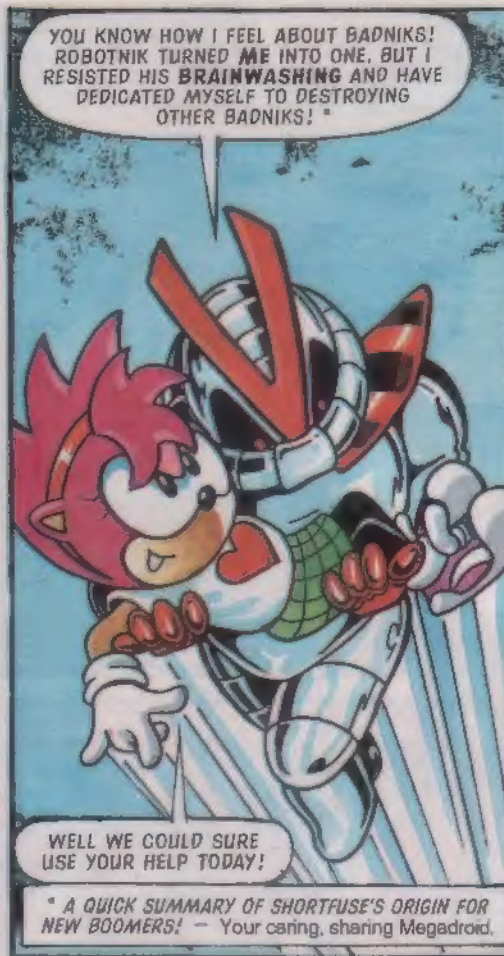
DON'T BANK ON IT! I'VE BEATEN BIGGER BADNIKS THAN YOU BEFORE!

WHAKK!

YERK! MAYBE I SPOKE TOO SOON!







WITH SHORTFUSE BY THEIR SIDE, THE FREEDOM FIGHTERS FINALLY OVERCOME THE BADNIKS...

ROBOTNIK'S MOODS WILL BE EVEN WORSE WHEN HE HEARS ABOUT THIS!

THE BATTLE IS OVER...

WE MADE A GOOD TEAM, SHORTFUSE! JOIN US! WE NEED YOUR KIND OF POWER NOW SONIC ISN'T AROUND!

THANKS, AMY... BUT I'M A LONER! SONIC WILL BE BACK... ONE DAY!

BUT ROBOTNIK'S NOT GOING TO GIVE US ANY BREAKS WHILE SONIC'S AWAY!

IF ANYTHING, OLD EGG-DOME WILL TAKE FULL ADVANTAGE OF HIS ABSENCE AND REALLY COME DOWN HARD ON US!

MMM! THEN MAYBE WE SHOULD STICK TOGETHER! OKAY... I'LL JOIN YOU!

YAAAY!

I'LL NEVER FILL SONIC'S SNEAKERS, BUT I'LL JOIN YOU FOR AS LONG AS IT TAKES TO BRING ROBOTNIK DOWN!

NEXT ISSUE:
ROBOTNIK'S SECRET WEAPON!



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/21 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

**EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!**



(SUR)PRIZE!

Yo STC,

I would like to know why it's so hard to get letters printed in your comic? As this is the case, is it possible to buy any of the prizes that are given away in Speedlines? Eleanor Finch, Ripley, Derbyshire. Sonic & Knuckles Hog Tag Winner.



So, it was hard getting your letter printed, was it Eleanor? The Speedlines prizes are not available in the shops, so it's just as well you've won one!



Send your e-mail
messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

HOUSE PEST!

Dear Megadroid,

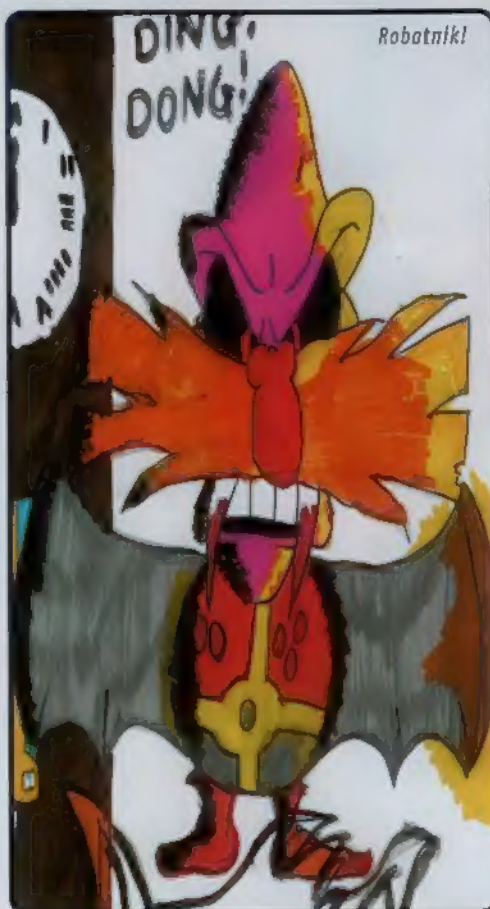
Could you arrange for Decap Attack's Chuck D Head to come round to my house? I've decided it's the only way to teach my brother to stop making fun of Sonic!

Anthony Northman, Leigh-on-Sea, Essex.

Sonic & Knuckles Hog Tag Winner.



Yes, but I couldn't
guarantee you'd have a
house left afterwards!



Michael Plimley, Southsea, Wales.
Sonic & Knuckles Hog Tag Winner.

Fast food!



James Robson, Long Hanborough, Oxon.
Sonic & Knuckles Hog Tag Winner.

?!***@!*

Dear Megadroid,

Am I the only Boomer to have recognised that your comic is the most respectable comic around? I'm sure that part of the reason is because you don't allow things like *@!***!!! or 'censored' or to be printed!

Gavin Jackson, Washington, Tyne & Wear. MD owner.

Sonic & Knuckles Hog Tag Winner.



Gavin, if only I could
assure you that the
humes around here kept
to the same refined
vocabulary as myself!

NEXT ISSUE

LIGHTEN UP WITH DECAP!



NEW
STORY

SONIC'S WORLD!
SHORTFUSE SHAKE-UP!

SONIC
GETS THE NACK!

KNUCKLES
ADIOS AMIGOS!

SEGA'S
SATURN
RELEASE

NIGHTS PIN UP!
CLARIS!

PLUS

ROAD RASH
REVIEW!

SONIC 3
Q ZONE!

ON SALE WEDNESDAY, 30 OCTOBER '96

£1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 89

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.